Modified ISL Playing Rules

Although all IFAB Laws of the Game will be applied during the games, below are specific law modifications for Indiana Soccer youth games. To differentiate between the IFAB Laws of the Game and the modifications below, the changes will be referred to as "Rules." These Rules apply to ALL youth games played in Indiana at USYS sanctioned Indiana Soccer League events.

Review the current changes to the Laws of the Game (Click Here).

Rule 1: The Field of Play

	8U	10U*	11U-12U	13U-19/20U	15 & Over (7v7)
Dimensions					
• Length	25-35 yds	45-60 yds	65-80 yds	100-120 yds	65-80 yds
• Width	15-25 yds	30-40 yds	45-55 yds	55-80 yds	45-55 yds
Center Circle					
• Radius	5 yds	8 yds	8 yds	10 yds	8 yds
Goal Area					
• Length	N/A	N/A	5 yds	6 yds	5 yds
• Width	N/A	N/A	16 yds	20 yds	16 yds
Goal					
• Height	4 ft	6-6 ½ ft	6-6 ½ ft	8 ft	Ideal: 8 ft x24 ft
• Width	6 ft	12-18 ½ ft	18 ½-21 ft	24 ft	2nd opt: 12U size
Penalty Area					
• Length	N/A	12 yds	14 yds	18 yds	14 yds
• Width	N/A	24 yds	36 yds	44 yds	36 yds
Penalty Spot					
• Distance from goal line	N/A	8 yds	10 yds	12 yds	12 yds

- Build Out Line (10U Games Only)*
  - This line is only on the 10U (7v7) fields. The build-out line promotes playing the ball out of the back in a less pressured setting.
  - The build out line is halfway between the top of the penalty area and the midline, parallel to the midline.
  - When the goalkeeper has the ball in their hands during play from the opponent, the goalkeeper's team has a goal kick or free kick between the build out line and goal line, the opposing team must move behind the build out line until the ball is put into play.
  - The goalkeeper can pass, throw or roll the ball into play (punts and drop kicks are not allowed). After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal. The goalkeeper or restart does not have to wait until their opponents are behind the build out line.
  - The build-out line serves as the designation for offside in 7v7 play. Only players between the build out line and their attacking goal may be in an offside position.

Rule 2: The Ball

	8U	10U	11U-12U	13U-19U	15 & Over (7v7)
Ball Size	3	4	4	5	5

Rule 3: The Players

A. The Number of Players

	8U	10U	11U-12U	13U-19U	15 & Over (7v7)
On the Field					
• Maximum	4	7	9	11	7
• Minimum	3	4	6	7	5
Maximum GAME Roster	8	12	16	18	N/A

- One player from each team (10U-19/20U) must be designated as a keeper.

B. Number of Substitutions

- Substitutions – Unlimited for all age groups
- Substitutions can occur at any stoppage with the referee's approval. Re-entry is permitted at designated substitution points or at any time during play if the referee permits.
    - Anyone who is being substituted may leave at the closest point of the touchline/goal line. If the halfway point is the closest point, please go off there. If you are injured or the safest point to exit the field is not the nearest, then the referee will indicate so and you can leave at the halfway point. This change is trying to eliminate the practice of wasting time by substituting a player who is on the opposite side of the field.

Rule 4: The Players' Equipment

- The Home team must wear a white/light color jersey and the visiting team a dark one. If the referee determines the uniforms are too similar and may cause confusion, the offending team must change their jersey to comply with the color requirements.
- Each player, except goalkeepers, shall have a number on the player's jersey. The number shall be affixed to the back of the jersey and shall be clearly visible. Each player on a team must have a unique number from their teammates. Tape may be used to create a unique number.
- Goalkeepers must wear colors that distinguish them from other players.
- Based on weather conditions, non-uniform clothing may be worn so long as the uniform/jersey is on the outermost layer to distinguish teams. Hoods of hooded apparel must be tucked under the jersey.

Rule 5: The Referee

A. USSF certified referees are secured by Indiana assignors.

	8U	10U	11U-12U	13U-19/20U	15 & Over (7v7)
Number of Referees	No Referees[1] Coaches officiate	1 Referee[2] Center Only	3 Referees[3] 1 Center, 2 ARs	3 Referees[3] 1 Center, 2 ARs	1 Referee Center Only

[1] One coach from each team will officiate one-half of the game.

[2] If Indiana Soccer is unable to secure a referee, one coach from each team will officiate one-half of the game.

[3] If one or two referees are missing, a USSF certified referee must be in the center, unless approved by Director of Competition or their designee. The home team will supply the first club AR, and the away team will provide the second club AR (as needed). At no time will a "two referee system" be permitted to referee a game.

B. Team Officials in the Bench Area

- A maximum of four (4) adults are allowed in a team's bench area at any one time so long as they meet the criteria below:
    - Coaches/managers must have their pass AND their name must be typed on the game card; **OR**
    - DOCs must have their director's card with them BUT do not have to be on the game card.
- The number of team officials (i.e. coach, assistant coach, DOC, team manager) on the team side of the field shall be limited to four (4) at any one time. All others must go to the spectator sideline.
- If one or more of the four carded adults arrive late, they must check in with the assistant referee with their pass/card at the next stoppage.
- Bench Area: Coaches must remain in the technical area. The technical area shall begin 3 yards from the halfway line and extend no further than the top of the penalty area and be no closer than 10 feet from the touchline. This will apply even if the technical area lines are not marked/painted at the game site.

C. Checking in Teams

- 8U-10U Games: Each team must provide **ONE** of the following for player check-in:
  - A copy of their State Roster with players and adults not participating crossed off.
  - A copy of the GotSport game card with all participating players' and adults' names typed on it.
  - Official passes (physical, virtual, or a combination of both types) for ALL participating players, coaches, and managers.
- 11U-19U Games: Each team must provide **BOTH** of the following for player check-in:
  - **Two (2)** copies of the GotSport game card with names of players and coaches/managers **TYPED** on the game card, not handwritten. Before presenting the game cards to the center referee and opposing team, make sure to update both copies with the following:
    - Each player has a unique jersey number accurately reflected on the game card (may be handwritten).
    - Players and coaches/managers not participating are crossed off (i.e., absent and/or over maximum game roster size).
  - Official passes (physical, virtual, or a combination of both types) for ALL participating players, coaches, and managers.

D. Referee Payment: Each team is responsible for paying referees half of the fees in cash prior to kickoff. Cash should be in denominations that do not require referees to make change.
- Referee Pay Chart: Referees are only paid the designated fee for that position.
  - Missing Referee(s): Present officials (referee and/or AR) are NOT allowed to keep/split the payment for the missing referee. All fees collected for the missing referee(s) must be returned to the appropriate team(s).
- Games that do NOT start/kickoff (i.e., severe weather, missing team, etc.): Referees may NOT keep any fees collected. All collected fees must be returned to the appropriate team(s).

E. Game Reports
- Referee must record all yellow and red cards onto the game card and take a picture of the completed game card (may need to forward to Director of Competition)
- Enter all yellow and redcards into GotSport using the QR code on game card and/or through referee account with game information.
- If a player or team official is ejected for misconduct, the referee must complete the USSF supplemental game report found on the ISL website.
  - All supplemental reports must be emailed to the Director of Competition, see game card for email address, within 24 hours of the completion of the match.

F. Severe Weather/Dangerous Conditions
- If facility has a severe weather policy, teams and referees will follow policy (i.e., sirens to clear/return to field).
- If the facility does not have a severe weather policy/notification system, referees are to stop the game and clear the field when lightning is spotted. The game may resume after 30 minutes of the last lightning strike.
- If conditions become too dangerous to continue play (i.e., darkness, field conditions, etc.), it is the referee's responsibility to suspend the game and report to ISL the reason for the game suspension.

G. No Team Official and/or Missing Team
- Referees cannot start the game and must wait at least 15-minutes* before abandoning the game if:
  - There are no team officials (see description of team official above) for one or both teams on the players' side; AND/OR
  - There is less than the minimum number of players required.

  **Referees: Check in with present team to see if they have been in communication with delayed/missing team for an ETA.*
- If a team official is sent-off and there are no other team officials (see description of team official above) available for the players' side, the referee must terminate the game immediately.

H. Send Offs
- Red carded players must remain in the team's technical area on the bench for supervision reasons.

- If the sent off player cannot be controlled by a team official, the referee may require the removal of the player from the entire field area. If such a player is removed from the field area, a team official or legal guardian must supervise the player away from the field area.

Rule 6: The Other Match Officials

- Refer to Rule 5

Rule 7: The Duration of the Match

8U	10U	11U-12U	13U-14U	15U-16U	17U-19U	Fall Only: 15&Over (7v7) AND 15U (11v11)
10-minute quarters	25-minutes halves	30-minute halves	35-minute halves	40-minute halves	45-minute halves	35-minute halves

- 5-minute between quarters for 8U; 10-minute halftime for 10U-19U

Rule 8: The Start and Restart of Play

- Conform to IFAB except:
  - 8U and 10U games – All opponents are at least 8 yards from the ball until it is in play.

Rule 9: The Ball In and Out of Play

- Conform to IFAB.

Rule 10: Determining the Outcome of a Match

- Conform to IFAB.

Rule 11: Offside

- Conform to IFAB except:
  - 10U games – The attacking team can only be offside between the build out line and the goal.
  - 8U games – No offside.

Rule 12: Fouls and Misconducts

- Conform to IFAB except:
  - Team Officials
    - If any team official in the technical area is found to be guilty of misconduct and the referee cannot distinguish who committed the infraction, the highest-ranking team official will receive the Yellow/Red card.
  - 10U games
    - Restricted Goalkeeper Distribution: Punting or Drop Kicks are not allowed. In the case of an infraction, the referee reminds the goalkeeper of the No Punt Rule and restarts the game with the ball in the hands of the goalkeeper. There is no violation of the rules if the goalkeeper: throws, rolls the ball, or plays it with their feet.
    - When the goalkeeper has the ball in their hands, or the defending team takes a restart between the build out line and the goal line, the opposing team must move behind the build-out line or 8 yards, whichever is greater.
    - Rationale: Develop the concept of building out of the back, understanding that the goalkeeper passes the ball to a teammate.
  - 8U, 10U, 11U, and 12U games
    - No intentional heading. If a player deliberately heads the ball in a game, the referee will award an Indirect Free Kick (IFK) to the opposing team from the spot of the offense **UNLESS**
      - A player deliberately heads the ball within their own penalty area, then the IFK should be taken on the penalty area line parallel to the goal line at the point nearest to where the infringement occurred.
  - 13U games

        - If a 12U player is club passed to a 13U team, that player may intentionally head the ball in the 13U game. The player is still restricted from intentionally heading the ball when they play in their 12U (9v9) game.
    - Fall 15 & over games
        - There is only one center referee, no assistant referees. Offside is still to be called.

Rule 13: Free Kicks

- Conform to IFAB except:
    - 8U-12U games – All opponents are at least 8 yards from the ball until it is in play.

Rule 14: The Penalty Kick

- Conform to IFAB except:
    - The penalty mark as stated in Rule 1: Penalty Spot.

Rule 15: The Throw-In

- Conform to IFAB.

Rule 16: The Goal Kick

- Conform to IFAB except:
    - 10U games – May be taken from anywhere inside the penalty area. Opponents must drop behind the build-out line until the ball is put back into play.
    - Rationale: Developmentally, the goalkeeper should be the player taking the goal kick. This should allow for a completed pass from the goal kick. Too often, the opposing team would surround the penalty area on a goal kick, creating an immediate scoring opportunity off a restart that should not put the team taking the goal kick at a disadvantage. A player from the team in possession may reside in or enter the penalty area and touch the ball as soon as it is in play. For the ball to be considered in play it must have been kicked and clearly moved. This change is meant to speed up the play of the game.

Does this change the effect of the buildout line?

No, the spirit of the build-out line is still in effect in that players on the team not in possession must move behind the buildout line until the ball is considered in play. The ball is considered in play when it has been kicked and has clearly moved. Players for the team with the goal kick may position themselves inside the penalty area. If a team chooses to take a goal kick or free kick quickly, they are doing so at their own risk as the normal build outline rules still apply.

Rule 17: The Corner Kick

- Conform to IFAB except:
    - Opponents need to be the distance away from the ball as described in Rule 1.

Additional Modifications

- If there is a behavior issue with spectators, the referee is to stop the game, go to the coach or coaches and tell them they need to address the spectator(s). The game is not to be restarted until the situation is resolved. This could range from a warning to dismissal of the spectator(s).
- ISL teams are responsible for reporting scores after their games, not the referee. You can use the QR code on the game card. (No scores reported for 8U and 10U games.)

Clarifications

Dropped Ball

Restart when the referee stops play and the Law does not require a free kick (DFK or IFK), penalty kick, throw-in, goal kick, or corner kick.

If the ball touches the referee or another match official and goes into the goal, team possession changes, or an attack for the opponents begins, a dropped ball is awarded.

If play is stopped inside the penalty area, the ball will be dropped for the goalkeeper (no other player participates).

If play is stopped outside the penalty area, the ball will be dropped for one player of the team that last touched the ball at the point of the last touch of the ball.

In all cases, all the other players of both teams must be 4.5 yards away from the dropped ball. The ball is in play when it touches the ground.

Free Kicks

When three or more defending players form a 'wall,' all attacking team players must remain at least 1 yard from the 'wall' until the ball is in play. If an attacker is inside that 1-yard area when the kick is taken, the defending team is given an Indirect Free Kick from the spot of the infraction.

Quick Free Kicks and Red/Yellow Cards

If a free kick is taken quickly, before an official has the chance to issue a Yellow or Red Card, and a goal-scoring opportunity is created, the referee can award the Yellow Card/Red Card at the next convenient point.

Kicking Objects

If you kick an object at the ball, an opponent, or a match official the other team will receive a Direct Free Kick from the spot of the infraction.

Goal Celebrations

If a goal is disallowed, any Yellow Card given for an 'illegal' goal celebration still stands.

Handball

The following 'handball' situations, **even accidental**, will be a free kick

- The ball hits a player's hand or arm and goes into the goal off an attacker.
- A player gains control/possession after the ball has touched their hand/arm and scores, or creates a goal-scoring opportunity
- The ball touches a player's hand/arm where the player has tried to block the ball by extending their arms away from their body.
- The ball touches a player's hand/arm when it is above their shoulder (unless the player has deliberately played the ball which then touches their hand/arm)

The following 'handball' situations will not usually be a free kick:

- The ball touches a player's hand/arm directly from:
  - Their own head/body/foot, if the player has not made themselves unnaturally bigger.
  - The head/body/foot of another player who is close/near, if the player has not made themselves unnaturally bigger.
- The ball touches a player's hand/arm which is close to their body and has not made their body unnaturally bigger.
- If a player is falling and the ball touches their hand/arm which is between their body and the ground to support the body (not extended to make the body bigger).

The goalkeeper cannot score by throwing the ball into the opponent's goal. If a goalkeeper attempts to play the ball by legal means on a throw-in or a deliberate pass from a teammate (heading, kicking) but the attempt is misplayed, the goalkeeper can play the ball with their hands.

Penalty Kick

If an attacking team's player is injured on the play, they may have a quick treatment/assessment and then take the kick.

Goalkeepers may move along the goal line before the kick is taken but they cannot interfere with the goal frame (crossbar and posts) or the net.

The goalkeeper must have some part of one foot either touching, in line with, or behind the goal line.

If an offense occurs between when the penalty is declared and before the kick is taken, the offender may receive a Yellow Card/Red Card, but the penalty kick will still be taken.

The goalkeeper may move forward only after the kicker connects with the ball.

Player's Equipment

Players may wear multi-colored or patterned undershirts if the undershirts are the same pattern or color as the main shirt.

Verbal Offenses

All verbal offenses will be penalized with at least an Indirect Free Kick.